



SHAYAN SEPASDAR

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[Github](#) | [Linkedin](#) | [Website](#)

Education

Bachelor of Software Engineering

2018-2022

University of Ontario Institute of Technology | Oshawa, ON

Highlights of Qualifications

Software Skills

- Python – Django, TensorFlow, Flask, GitPython, OpenCV-Python
- JavaScript – React, Node, Express
- Other relevant programming languages: Java, C, C++
- Web programming: HTML5, CSS, PHP
- Database Management: SQL, GraphQL, MongoDB
- Knowledge of Linux, Bash and Powershell Scripting

Other Technical Skills

- Proficient in use of Data structures and Artificial Intelligence algorithms
- Knowledge of Software Testing and algorithm analysis
- Experience with System calls and Multiprogramming in C
- Proficient in generating Reports, Presentations, Bill of Materials and Gantt charts

Interpersonal Skills

- Exceptional communication skills improved through multiple course presentations
- Well-honed leadership skills developed through taking lead in group work
- Strong critical thinking, time management, adaptability, and problem-solving skills

Experience

Software Developer Intern

05/2021 - 12/2021

Podium App

- Developed user friendly interface in the administrative web application using React

Inventory Control Administrator

03/2019 - 10/2021

Sobeys-Fulltime | Whitby, ON

- Maintained the flow of product selection in different sections.
- Drafted daily reports for management review.

Peer Tutor

09/2019 - 04/2020

Ontario Tech University

- Tutored students in engineering courses I previously excelled in
 - Assisted in problem solving and studying techniques
 - Communicated with pass leaders to create a well-coordinated learning environment
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Projects

Development of Social Networking Website

- Technologies used: MongoDB, Express, React, Node, GraphQL
- This is a social networking website I created as an attempt to learn MERN Stack of Web App Development
- The site has features including commenting, posting and handles main logic using React

Development of a Navigation System

- Created a navigation system to generate optimum route between 2 places in Ontario
- The website was hosted using Flask and took user source and destination as input
- Used Dijkstra's algorithm and Python machine learning libraries to calculate shortest path

Design and Development of the game of Connect4 with AI bot

- Created the game of connect 4 in Python and designed an Artificial Intelligence algorithm to compete with the user
 - Used the Python library Pygame to design the GUI
 - Used libraries Pytest and coverage to perform unit testing and static analysis
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